ADVENTURE INTERNATIONAL

presents

A SCOTT ADAMS ADVENTURE

THE SORCERER OF CLAYMORGUE CASTLE

by SCOTT ADAMS

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Introduction

Welcome to The Sorcerer of Claymorgue Castle, the latest adventure from the computer of SCOTT ADAMS.

Scott has created an adventure that extends the role of the adventurer beyond the norm, into the realms of wizardry and magic, where you control the use of magic spells influencing the outcome of your adventure with your skills as the apprentice "Beanwick".

How an Adventure Works

If you've never played an Adventure before, you're in for a real treat. Adventuring permits the player to move at will from location to location within the game "environment" and to examine objects for clues that will help reach the objective of the game. For example, an Adventure might begin something like this:

I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY-ENCRUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You might want to begin by entering a direction (North, South, East, West) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the closed door. Let's try something basic. You type:

OPEN DOOR

. . . but the computer tells you in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?

GET BOX

. . . and the computer responds with:

OK

By saying "OK", the computer has let you know that the command has been accepted and the box "picked up". Now that you're "holding" the box, let's see if we can peek inside. You type:

PERUSE BOX
. . . and the computer responds with:

SORRY, I DON'T UNDERSTAND WHAT YOU MEAN
This is your computer's way of letting you know that it didn't understand your command. Whenever this happens, it's usually safe to assume that a word has been entered that's not in the computer's 120-plus-word vocabulary. The problem could stem from any one of several factors, including misspellings, typos, etc. Let's rephrase and try again. You type:

OPEN BOX

This time the computer understands and you are rewarded with the following response:

OK. INSIDE, THERE IS A KEY AND A RARE POSTAGE STAMP.
Since we still want to exit the room, trying the key to unlock the door might be a good idea. The postage stamp might come in handy later, too, so you type:

GET KEY AND STAMP
But the computer responds:

SORRY, I CAN'T DO THAT . . . YET!
Ah, yes—asking the computer to get both the key AND the stamp is most definitely a COMPOUND command, something that your computer can't understand. Try again, this time asking for the objects separately. You type:

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GET KEY

. . . and then:

GET STAMP

The computer will answer "OK" each time and you will have what you need.

By "getting" the key and the stamp, they are stored for later use as you are, in effect, carrying them. As for your next series of moves, you might want to go to the door (GO DOOR), try the key in the lock (UNLOCK DOOR), and move down the hallway that's just outside (GO HALLWAY).
You're on your way!

Some Helpful Words

Although the vocabulary accepted by your computer is extensive, you may find the words listed below to be of great help as you set about your Adventure. Remember: These are just a few of the words available:

Climb	Examine	Leave	Move	Quit	Say
Drop	Go	Light	Pull	Read	Take
Enter	Help	Look	Push	Save	Hit

One Letter Commands

You may use the following single keys to perform a variety of tasks and to expedite playing time. Type the letter for the function you wish to use and press RETURN.

C	— Turn on/off lowercase (Apple only)
V	— Turn on/off optional Votrax speech unit (or printer output on Apple & Atari only)
Z	— Turn on/off Graphics mode
RETURN	— Review text window
N, S, E, W, U, D,	— Go North, South, East, West, Up or Down

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I	— Display Inventory of items on your person
O	— Output to Printer (Atari only)
A	— Atari character set (Atari only)
B	— Script-style character set (Atari only)
L	— Look

Graphics Mode On/Off

If you are playing a version of Claymorgue Castle that features graphics, you may cancel the graphics if you so choose. Turning the graphics off speeds up play, so you may wish to proceed sans graphics while moving through familiar territory.

To cancel the graphics, press Z. Press Z again to restore the pictures to the screen.

Reviewing Text-Window (Graphic Versions Only)

The text window continually updates as you move through the Adventure. Often, valuable clues appear in the text window, so you'll want to check this area often.

Press RETURN at any time during play to display the text window. *Note:* This feature is not available on Commodore versions.

Saving Your Adventure For Later Play

An Adventure will often last far longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off. To save a game in progress, type SAVE GAME at any time, the WHAT SHALL I DO? message appears on your screen. You will be asked to specify A, B, C, or D. This will allow you to assign a code letter to your game so that you might restore it at a later time.

To restore a saved game, type LOAD GAME before you begin a new game. The computer will ask: DO YOU WISH TO RESTORE A SAVED GAME? Type YES, and type the correct code letter (A, B, C, or D). The Adventure will resume at the point which you saved it.

Note: Before you attempt to load or save a game, consult the loading instructions under your individual computer system as listed in this manual.

To end a game in progress, type QUIT. If you intend to continue the game later, be sure to save it before using this command.

Some Playing Tips

Be sure to examine the items you find during your Adventure. Also, keep in mind that most problems and solutions require no more than common sense to solve; special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light to avoid disaster.

If you get stuck, type HELP and press RETURN. You may or may not receive assistance, depending on what you are carrying, where you are at, and a number of other factors. Too, be careful about making assumptions—they can be fatal!

Finally, if you are seriously stuck, special Hint books are available from Adventure International (U.K.). Call (021) 643 5102 for ordering information.

Here is a sample to show you how the Hint Book can save you hours of frustration while you are having fun solving the adventure.

Read the questions until you get to where you are stuck. The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

1. Can not get in the castle?
     39 165

2. More help for above problem.
     116 99 32 53 205 1 116

3. Solution to above problem.
     5 190 53

Dictionary
      1   WOULD
      5   CAST
     32   ANY
     39   TAKE
     53   SPELL
     99   WHAT
    116   DO
    165   INVENTORY
    190   SEED
    205   CASTER

Loading Instructions
SPECTRUM 48K
1. Place cassette in recorder and rewind
2. Type LOAD " " and hit ENTER
3. Press play on tape recorder and program will load and run automatically.

If program fails to load alter tone and volume controls on tape recorder and try again.

COMMODORE 64
Disk Loading Instructions
1. Place disk face upwards in drive 1
2. Type LOAD "CLAYMORGUE CASTLE", 8
3. When ready prompt appears type RUN

Cassette Loading Instructions
1. Place cassette in recorder and rewind
2. Hold down SHIFT KEY and press RUN/STOP
3. Press play on tape. Program will load and run automatically.

BBC MODEL B and ELECTRON
1. Place cassette in recorder and rewind
2. Type CHAIN " " and hit RETURN
3. Press play on tape recorder. Program will load and run automatically.

If program fails to load, adjust tone and volume levels and try again.

ATARI 32K Tape
1. Remove all cartridges (i.e. BASIC/RALLY SPEEDWAY etc.)
2. Place cassette in recorder and rewind
3. Switch off machine
4. Switch on machine while holding down START key **
5. Computer will beep once: Press return and program will load and run automatically

** XL users must hold down both START and OPTION keys together.

ATARI 48K
Disk Loading Instructions
1. Remove all cartridges
2. Place disk in drive 1
3. Switch machine off and then on again
4. After a short while further instructions will appear on the screen, follow these.

DRAGON TAPE
1. Place cassette in recorder and rewind.
2. Type CLOADM and hit return.
3. Press play on tape recorder. Program will load and run automatically.

If program fails to load, adjust tone and volume levels and try again.